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TITLE OF INVENTION:      HARDWAY

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BRIEF SUMMARY OF THE INVENTION

Most games involving the throwing of dice and the movement of pieces have one of the following 2 characteristics:

1. One die is thrown and the corresponding piece (#1,#2,#3,#4,#5,#6) is moved one square.
2. 2 dice are thrown and the person whose turn it is moves 'his piece' a number of squares corresponding to the total of the numbers on the 2 dice.

But what about throwing 2 dice and having the piece move that corresponds to the total of the numbers on the 2 dice? - This would not be fair, because for example: the #7 piece would get to move much more often than the #10 piece. - My invention solves this problem. - This is done by having a game playing surface where the **ratio** of the number of squares, for each of the different numbered pieces, corresponds to its mathematical probability. - This is explained in detail in the 'Detailed Description of the Invention' SECTION.

CROSS REFERENCE TO RELATED APPLICATIONS

Not Applicable.

STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH OR DEVELOPMENT

Not Applicable.

REFERENCE TO A MICROFICHE APPENDIX

Not Applicable.

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DETAILED DESCRIPTION OF THE INVENTION

My invention takes into account the following:

1. The piece numbers that are used are the numbers 4, 5, 6, 7, 8, 9, and 10.
2. From this point on, the piece numbers in the previous sentence (# 1.), will be referred to as the 4-horse, 5-horse, 6-horse, 7-horse, 8-horse, 9-horse, and 10-horse, respectively.
3. A pair of 'normal' dice is used (i.e. each die is a 6-sided cube and has a number of dots on each side (surface) corresponding to the numbers 1, 2, 3, 4, 5, and 6).  
Dice that are used at a casino craps table should be used to make sure that they are perfectly balanced.
4. The **ratio** of the number of squares for the 6, 7, or 8 horses as compared to the 4, 5, 9, or 10 horses would be 3 to 2. For example: the 7-horse could have 18 squares to move, and the 9-horse could have 12 squares to move.
5. This perfect ratio is completed by having the 4, 6, 8, and 10 horses move 2 squares on a double (or Hardway), whose sum corresponds to the particular horse. (e.g. the 8-horse would move 2 squares forward on a double 4).
6. Additionally, the 7-horse moves 2 squares forward when a sum of 11 is thrown, and 1 square backward when a sum of 2, 3, or 12 (craps) is thrown.
7. The enclosed diagram shows a layout of a racetrack, which takes into account this ratio.
8. This diagram could be placed between the 'pass line' and the outside edge of a craps table, and then would be used simultaneously while a game of craps was being played. This diagram could also be used and played on a standalone table, independent of a craps table.

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BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWING

The enclosed drawing illustrates a game layout where The **ratio** of the number of squares for the 6, 7, or 8 horses as compared to 4, 5, 9, or 10 horses is 3:2.

There are 6 different starting points in the enclosed diagram which all incorporate this 3:2 ratio: 1½ miles (18:12), 1¼ miles (15:10), 1 mile (12:8), 6F or 6 furlongs (9:6), 4F or 4 furlongs (6:4), and 2F or 2 furlongs (3:2).

The diagram depicted would be placed between the 'pass line' and the outside edge of a craps table, and then would be used simultaneously while a game of craps was being played.

People would bet on any or all of the horses (4,5,6,8,9,10) other than the 7-horse. When one of these horses wins (crosses the finish line first), an equal amount of money would be paid corresponding to the amount bet on that particular horse, except that a 5% commission would be taken out by the house. – All other bets would be returned. If the 7-horse wins, then all bets would lose.

BACKGROUND OF INVENTION

This invention pertains to the general field of endeavor relating to games which are played by throwing a pair of dice and moving pieces.

I am also the inventor of a board game named Hardway which makes use of the basic principle of this idea. Although my game as been in the public domain for more than one year, its use of this invention is not specifically explained. - I believe this is o.k. - Also, this application that I am submitting for a patent, has the basic shape of the playing board altered so that it will fit into the outer edges of a craps table in order that it can be played simultaneously with the game of craps. Hopefully, the combination of the idea not being obvious in the board game, the alteration to the original playing shape, and the fact that everything here were my original ideas; will make this invention eligible for a patent.